The Book Of Fools

Being a Collection of Souls

Who Would Brave the Labyrinth

Wrote by Mine Hand, *Croe*

Red Foliot Games

MMXXV

Frelic the Frenetic of Glasamir

Cleverest of All Sprites

Strength * Spirit * Skill 6 / 8 / 9

Renown 9

Stealth 54

Action Points 7 Move Limit 6 Health 58 Sprite Power: See in Dark

Pack 12 **Coin**

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Healing Elixir Dagger Rope Bow (20 quiver)

[27] Crowns

[49] Shillings

[22] Pence

[3] Gems

****

Minor Spells No Spirit cost for 1 Turn. Add 1 Turn for each Spirit point that is spent.

Eye Spy See actions*attributes*locale*prizes of monster or character if seen/known.

Knock Knock See hidden all hidden doors in room.

Bar the Way Lock any door magically.

Open Sesame Unlock any door magically.

Major Spells Cost all Spirit for Turn it is cast upon.

Prepare Spell Ready a Major Spell. Carry until cast. 1 spell, can change at will.

Elf Arrow Magic arrow, perfect aim. Target takes wound equal to caster's current Spirit.

Elf Fire Cast beyond visible doors on die roll of 5+. Fail: goes off in caster's room. Wound: 10

Sweet Dreams Target falls asleep until awakened on die roll of 3+.

V.A.M.
E.1819-1932

Glacia the Fighter

Strength * Spirit * Skill 10 / 6 / 7

Renown 7

Stealth 42

Action Points 7 Move Limit 4 Health 83

Pack 20 **Coin**

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Lantern Dagger Tinder Apples (3) Waterskin
Wine Cheese Healing Elixir

[30] Crowns
[15] Shillings
[9] Pence
[1] Gems

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Special Items No pack cost.

The Talking Sword of Lothia

+3 Wounding

Question Sword concerning anything. May ask thrice daily

Once daily: See actions*attributes*prizes*locale of monster or character if seen or known. 3 Turns.

Once daily: Sword will speak any language for 3 Turns.

Enchanted Armor

Coat of chainmail. Reduce any Wound by 2.

ihs
de par le roy

Pardieu the Holy Man

Strength * Spirit * Skill 8 / 10 / 8

Renown 7

Stealth 48

Action Points 7 Move Limit 5 Health Score 75

Pack 12 **Coin**

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Lantern Waterskin Bread (4) Book Carrots (3) **[20] Shillings**

Pen & Parchment/Ink Candles (10) **[13] Pence**

Iron Spikes (5) Hammer **[0] Gems**

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Special Items No pack cost.

Graven Eye of Timor

Turn undead on successful die roll, depending on Class of Undead (5 Classes): 1/4+ 2/5+ 3/6+ 4/7+ 5/8+ Special: 12

Spells All spells cost 1 Turn to cast. "Once" or "Thrice" means daily. Number given for successful die roll.

Bless Add 2 to any attribute of ally. 1 Turn, + 1/Spirit Point spent, maximum of 4 Turns. Once. 6+

Purify Food/water. Once on successful die roll: 4+ Cost 3 Spirit **6+** **Animal Speak** Once. Cost 2 Spirit **4+**

Light 1 Turn + 1/Spirit point. Around caster. 3+ **Heal** Restore Health. Thrice. Cost: All Spirit for 1 Turn. 6+

Hold 1 foe in place. Once. Cost 1 Turn + 1/Spirit point. 6+ **Cure Disease** Once. Cost: All Spirit for 1 Turn **7+**

End Curse Costs Spirit/Strength/Skill for 1 day. **11+**

Commune Query the Great Hal. Spirit/Strength for 1 day. **Hold** One enemy in place. Cost 1 Turn + 1/Spirit 6+

Quest Geas upon mortal. Can curse if refused. Costs all Spirit for 3 Turns. Once daily. **8+**

Raise Dead Any mortal. Costs all Strenth/Spirit/Skill; can rest only when fortnight is spent in Abbey. **12**

MEANINGS

Strength

Endurance and physical power. To perform a feat of strength roll this score or lower upon a 12 sided die. If one rolls above one's strength, the feat is unsuccessful.

This score is also used in combat. To hit an enemy, roll the twelve die and add the result to strength score. The referee will roll a die for monsters or other combatants. An attack which exceeds the enemy score may inflict a hit if the enemy cannot beat the player roll a second time with a Defend Action.

If a hit is scored, then the player rolls another die for Wounding. The Wound will be the resulting damage to the enemy's Health Score, with the limit possible being equal to the assailant's score, maximum 12.

Strength is diminished during one's forays into the Labyrinth. For every 10 Health Score lost, it goes down by two temporarily and requires rest to recover.

As with Spirit and Skill, Strength may be improved through experience.

Spirit

Lore, wisdom, knowledge and will. It functions largely in the fashion of Strength but involves conflicts and tests that are spiritual in nature. It measures resistance to magic and the supernatural, to fear and weakness of will.

Some monsters, usually the Undead can only be engaged or resisted with this score rather than mere physical attack. Even those beings who can be Wounded by normal weapons may require a roll of a twelve die for both Strength and Spirit.

Should a soul be subjected to magical attacks like spells or harmful ethereal influences, a twelve die is rolled. If the result does not exceed one's Spirit score, the harm does not come to pass.

Spirit functions as strength with regards to improvement and Health Score.

Skill

Manual dexterity, hand and eye coordination and non Strength related tasks. It functions in the same way as Strength and Spirit in resolving such tests.

It is used instead of Strength with missile weapons that are thrown or fired from bows or cross bows, slings and all such weapons.

Skill can be improved, but it does not diminish in the Labyrinth.

Renown

This score is not so useful in the Labyrinth but rather upon the roads of the wild, villages and hamlets, and in the Four Cities.

The referee can resort to it at any time for his or her purposes. A player can request a Renown test once in any meeting with other travelers or once per day in the Four Cities.

To test it, roll a twelve die. If the result does not exceed the soul's Renown, he or she is known.

Renown is a positive influence. However, villainous acts and deeds of infamy can cause the referee to penalize the score in areas where such things are done.

Stealth

Obvious. To use it successfully, roll two ten dice with one die being designated as the tens. The resulting number from 01 to 100 must not exceed the Stealth score or the attempt fails.

Action Points

This score allots to the soul his or her range of possible actions in the Labyrinth. It is used for combat, spells, movement speed and other activities. Any such actions which may arise at a player's announcement of such will require points determined by the referee, using some of the more common ones as a guide. Some of these are: Movement. As many spaces in the Labyrinth as points are spent upon, up to a souls Move Limit. Attack, 2 points limit 1 per turn. Same with Spells. Defend, 2 points. Draw forth any item that is in one's Pack or upon or in one's clothing, 2 points. Imbibe elixir or potion 1 point. Issue command or short utterance during combat, 1 point.

It should be noted that Action Points are not used in travel on the roads and in the wilds or hamlet, village or city, except in combat and when certain events occur.

Move Limit

Relates only to movement in the Labyrinth.

Health Score

Health diminishes when Wounds are received as detailed under Strength and as noted is also healed by rest.

It can also be increased by eating food and drinking. Waterskins and wine hold 10 uses each and restore 1 point of Health upon imbibing. Food units also restore 1 point to Health. City, village and hamlet pricelists will give not only costs but also show the Pack Item limit understood in a food or drink item.

Pack Limit

Every character has a Pack, which can be literal or represented as being stowed upon one's person, in clothing, pouch or leather or cloth sack as the player wishes and subject to type of item.

No soul may carry items exceeding this limit. Items can be shed, sold or traded.

Price lists in any locale are generally understood as a Pack item being any item purchase. There are exceptions and these are noted by a parenthetical number next to the item on the list, like "Candle, (10 Wgt)" or Apples (5 Wgt). This means is one would carry 10 Apples, a new wgt. must be purchased and counts as a separate item.

Items found in the Labyrinth will each count as a Pack wgt. but certain wonderous prizes of magical nature will not.

Coin

Our uses herein are not entirely historical. For pricelist needs, the Realms transact in gold Crowns, shillings, pence and gems. A Crown is worth 5 shillings, which in turn is worth 12 pence. When a gem is used, the referee will throw two tend die and the result of will be the 1-100 Crown value of the gem, but no gem can be worth less than 20 Crown. Once each time visits a locale, a bargaining skill may be used by testing Spirit for the buyer and seller.

The Book of Fools is intended for use in games of roleplaying and imagination. Respite is sometimes needed as we voyage upon Bosch's *Ship of Fools*. There is a playing board for it but that is not herein included.

It requires only a bit of intelligence, the use of imagination and perhaps some elementary school level artistic skills to make use of this book as a guide in your own games.

A one inch gridded board can be made or bought and laminated to serves as the Labyrinth and marked upon with erasable pens as the referee consults a smaller, hand drawn map on graph paper or simply sketched on type sheet. The souls in the Book of Fools can be produced so that each player has a sheet before him or her to use during play, though every player and the referee should have a Book to resort to at need. Pens, pencils and paper of all kinds are most useful for records and drawings.

As to playing pieces your imagination has wide range. The souls in the Labyrinth may be represented by flat figures depicting their shape and a frontal and rear depiction on each giving the piece character and a life of its own by using heavy cardstock and employing paints, inks, prints and the like. Tip: paint the front first as to have better guidance on the rear view.

Such figures would be scaled to the 1" environment of the Labyrinth grid as to look proper standing upon a space an not as a giant, say 3-4". An excellent guide for such construction would be the book *Great Characters From Shakespeare Paper Dolls* by Tom Tierney (Dover, 2000). The images in the Book of Fools itself would suit perfectly, as well, though you will have to draw or paint the rear view.

Monsters and others are well represented by chess pieces of varied sizes, styles and materials. Knights are good as monsters or important figures in a fray. A pack of ghouls led by a vampire might consist of a number of pawns and a knight with the pawns depicting the ghouls. All of these are suggestions allow you use common items at hand.

Dice are last here but not least. You will need a good number of six sided dice and a twelve die and they should be lucky. Ten die are mentioned, but the players will never roll them. Their use is for the referee, usually in secret behind a small screen that can be made from cutting out cereal box cardboard and decorating for fun.

The Labyrinth is but a stage, a puppet theatre upon your table, candle lit and attended by soft melodies or operatic bursts. It is a world in miniature seen afar off through the crystal sphere of imaginations, a timeless Elswhere.

You and your companions are the merry players in the Book of Fools!

If we shadows have offended ,

Think but this and all is mended ,

That you have but slumbered here

While these visions did appear

Puck, Act 5, Scene 1

From *A Midsummer's Night's Dream*

By William Shakespeare

V.A.M.
E. 1814-1932